FINGERPRINTING SOFTWARE APPLICATIONS

ABSTRACT

Techniques and tools are described for creating and using application identifiers that act as "fingerprints" for applications. In one aspect, an identifier generation

5   algorithm is applied to application data and an application identifier is generated. The application data comprises graphical icon data, and can further comprise other data (e.g., executable name, registry data). The identifier generation algorithm can be a hashing algorithm that generates a hash value. The application identifier can be sent in a database query, and a database can return results indicating, for example, whether

10   metadata can be obtained from a metadata service, or whether the software application is of a particular type (e.g., a gaming-related application). Application identifiers can be stored, for example, in a data file along with one or more other application identifiers for other software applications. Described techniques and tools can be used in a graphical user interface-based gaming activity center.

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